

WC10 Rules Summary

Page 5-6 contains the lists of themes. Pages 7-10 contains the judging criteria.

This summary only gives the most basic information necessary to understand the World Cup '10. Consult the full rulebook for more details. Read the section which applies to your situation:

For the public:

- 1- Communities will each release a collab in early November. Communities will rank each others' collab and the top 8 will be qualified for the main event, the World Cup itself.
- 2- Qualified communities will then form their team for the World Cup. A team has 6 spinners and 1 manager.
- 3- The 8 teams are divided into 2 pools of 4. Each team will have one battle with the 3 other teams in the same pool in 3 rounds.
- 4- Each battle opposes 2 teams against each other. A battle is composed of 3 matches: 2 singles (1vs1) and 1 doubles (2vs2). The single matches have a theme.
- 5- Themes are picked at random from the two lists. One match will have a theme from the technical list, the other match from the artistic list.
- 6- The double match has no theme, but contains transitions between the two spinners.
- 7- Managers have 1 week to decide which spinners from their team participate in which battle, taking into account the themes to decide.
- 8- Spinners have 2 weeks to film.
- 9- Judges have 1 week to evaluate the matches. Themes for single matches must be respected, but they are not the most important element. Transitions in double matches is only considered a minor element.
- 10- To win a battle, you must win at least 2 out of 3 matches.
- 11- Wins are worth 3 points, ties 1 point, and losses 0 point.
- 12- After 3 rounds, the top 2 teams from each pool go to the semi-finals. After the semi-final round, we have the finals.

For the spinners:

You may be asked to participate in the collab to qualify your community for the World -1 Cup.

If your community is qualified, you may be asked to join the team, which consists of 6 -2 spinners and 1 manager.

3- During every battle of the World Cup, there will be 3 matches: 2 single matches (1vs1) and 1 double match (2vs2).

4- The single matches have a theme. Themes are picked at random from the two lists. One match will have a theme from the technical list, the other match from the artistic list.

5- After the themes are revealed, you will probably need to discuss with your team and your manager to decide who will participate in each match.

6- For single matches, the themes for single matches must be respected, but they are not the most important element. You should therefore pay attention to the theme and respect it but also make an overall good combo. You should also only be assigned to a match if you're good at the theme.

7- If you're assigned to a double match, there is no theme. But you need to discuss with your partner about the transitions you're going to use.

8- A team has 6 spinners, but each round only 4 spinners are playing.

9- Your combo should be a minimum of 10 seconds, maximum of 25 seconds.

For the manager:

1- As a manager, you should be able to understand English well to talk to the organizers of the event.

2- During the World Cup itself, you will need to decide the lineup of your team for the battle. You need to assign 4 of the 6 spinners in your team into the 3 matches: 2 single matches (1vs1) and 1 double match (2vs2).

3- The single matches have a theme. Themes are picked at random from the two lists before you decide on your lineup. One match will have a theme from the technical list, the other match from the artistic list.

4- You should make sure that you assign spinners that are comfortable with the themes for the single matches. Remember that themes are decided before the lineups.

5- You have 1 week to decide your lineup and send it.

6- Your team then has 2 weeks to film videos. You need to collect all the videos and send them.

7- As a manager, you can also be one of the 6 spinners in the team.

For the leaders of the community:

1- Register your team by contact Zombo or Crash.

2- Make a collab for the qualification round. Read section 1 of the rulebook for more details.

3- When all collabs are released, you need to rank the collabs of the other communities. Give a ranked list of the top 8 collabs, excluding your own. Read section 1.1.2 and 1.2 of the rulebook.

4- If you're qualified to the World Cup, you need to form a team of 6 spinners and 1 manager.

5- Battles contain 2 single 1vs1 matches and 1 double 2vs2 match. Single matches are themed. Themes for single matches must be respected, but they are not the most important element.

6- The single matches have a theme. Themes are picked at random from the two lists. One match will have a theme from the technical list, the other match from the artistic list.

7- Since the themes are picked at random before the lineups are decided, you can choose spinners such that you cover all themes. The two theme lists are already decided, so you already know them in advance. **You should therefore make sure your team is balanced and handle any of the possible themes on the lists.**

8- Make sure your manager can read and understand English.

9- The collab will be due somewhere in November 2009. The World Cup will start in early 2010.

10- You need to provide 2 judges from the World Cup if your community is qualified.

For the judges:

1- When judging, you need to discuss with other members of the committee.

2- When judging a match, you take both videos and compare them to each other. Your vote must reflect which video you think is the best.

- 3- The general criteria to take into account are: execution, smoothness, difficulty, creativity, variety, combo structure and overall appearance.
- 4- You must also consider the theme for single matches. If a video doesn't respect the theme, it should be heavily penalized. If both videos respect the theme, the better video overall wins. If both combos are even, the video which respects the theme more wins.
- 5- For double matches, the transition is only considered a minor element. Only use it to decide between two very even videos. However, if a transition is exceptional, you can give it more consideration.
- 6- Write a short text to explain your vote. You can write it in any language.
- 7- The head judge must send the votes and texts to the organizers.

Single match themes

For the two single matches of each battle, one theme is selected from each list.

Technical theme list	Artistic theme list
Speed	Creativity
Smoothness	Two hands
Difficulty	Spinless
Control	Aerials
Variety	Body and environment

Here is a short description of each theme, along with an example:

Speed: A good speedy combo is fast and uses speed to enhance the appeal of the combo and the tricks used.

Example: http://www.youtube.com/watch?v=njpi_uXQOQA (Dongza)

Smoothness: A smooth combo is executed such that tricks flow one into one another without any unwanted interruption.

Example: <http://www.youtube.com/watch?v=5cJaGa1QExc> (Taeryong)

Difficulty: A difficult combo contains tricks with a high risk executed without fault. It can also contain difficult transitions between tricks.

Example: <http://www.youtube.com/watch?v=WvI1W7dEgmA> (Spinnerpeem)

Control: A controlled combo is one where the spinner is able to keep his hand steady even while executing difficult sequences. The spinner should demonstrate confidence while spinning. The pen and the hand also need to stay on-screen.

Example: http://www.youtube.com/watch?v=YqAaJ6_jqmk (Supawit127)

Variety: A varied combo avoids the use of repetitive sequences (“spam”). The combo will avoid using basic tricks and replace them with interesting hybrids and other advanced tricks. The spinner also shows mastery of a wide range of tricks.

Example: <http://www.youtube.com/watch?v=6sgLa4OkBco> (Fratleym)

Creativity: A creative combo will explore new concepts and tricks. It will show surprising and innovative new ideas for the first time. It will also show ideas and tricks used in new situations.

Example: <http://www.youtube.com/watch?v=-Lbyo3PAHiQ> (Stuhl)

Two hands: The spinner shows mastery of both hands and is able to use them both effectively in the same combo. This could include using tricks that require both hands, raising the difficulty level of a trick by spinning on the off-hand, or use of multiple pens at the same time.

Example: <http://www.youtube.com/watch?v=oXhQC1nPbZQ> (Minwoo)

Spinless: Spinless tricks are tricks where the pen is not spinning relative to the hand. This includes stalls, isolations and various other tricks and effects where the pen is grabbed by the hand. The combo should include some of those spinless tricks.

Example: http://www.youtube.com/watch?v=n_o5m7IixXg (Coulomb) /
<http://www.youtube.com/watch?v=P4a9b6Qpf3c> (3Shine)

Aerials: Aerial tricks are tricks where the pen leaves contact with the spinner and flies in the air. An aerial combo should include some air tricks which fit in the combo perfectly.

Example: http://www.youtube.com/watch?v=IG0B4_76XGc (Answer)

Body and environment: Body tricks refer to tricks which uses body parts other than the fingers. This includes the whole hand, palm, wrist, arm, foot, leg, head, etc. Environmental tricks refer to tricks which use objects external to the spinner, such as the table, walls, floor, etc. A good theme which follows this theme must call on those elements effectively.

Example: <http://www.youtube.com/watch?v=m3Lx3BNqL8E> (wcy)